

INTERCEPTOR  
Macros 8.11111

TALES OF THE  
ARABIAN NIGHTS



PUBLISHED BY:-  
INTERCEPTOR SOFTWARE  
MERCURY HOUSE  
CALLEVA INDUSTRIAL PARK  
ALDERMASTON  
BERKS



## TALES OF THE ARABIAN NIGHTS

To operate this program you will require a JOYSTICK.

### LOADING

To load start down **SHIFT** and press **HOME** or **STOP**. The program will automatically load and run. When the title page appears, stop the tape deck.

**CONTROLS** - see manual in Part 2

On walking levels, hit to jump

On other levels, hit to cast a spell

**RESTORE** starts the game in progress

Any key is **PAUSE**, any key to restart

**OPTIONS** on title page

**F1** - music on/off

**F2** - speech on/off

Press hit to start game

### THE GAME

Guide the wizard Aladdin Prince through the perils of many Arabian nights. On certain nights, he must gather golden cups, crowned with letters, in the correct order to spell out 'MAGICK'. At other times, he rides on rats and flying carpets through Arabia, casting bolts of lightning on his foes. The quest for the promised Prince is long and difficult - many dangers lurk in the Arabian night!

On the **REDE** of the cassette there is printed The Tale of the Enchanted Prince.

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PRODUCED BY RICHARD PAUL JONES

MUSIC BY COLIN COX

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SOFTWARE

INTERCEPTOR  
Macros London House, The Green, Tadley, Hants.

## THE TALE OF THE KALENDAR PRINCE

An expectant hush settled upon the tribesmen Scheherazade, most famous story-teller of the Bedouin, stood in the moonlight between the palm trees, and began her tale.

‘Long ago, in the city of Baghdad, there lived the Sultan Saladin. Convinced of the faithlessness of women, he swore to put to death each of his wives after the first night. In time his avaricious gaze fell upon beautiful Anitra, a princess of the Kalendar province. His soldier came silently in the night, and by dawn they and their helpless captive were far away. The fate of the wives of Saladin was known throughout Arabia, and greatly was he loathed by the people of the land. But such was the awesome might of his armies, that no-one dared oppose him, even in thought. None that is, save Imrahil, eldest prince of Kalendar, who set out on the trail of his beloved sister with vengeance in his heart. His quest began aboard Sinbad’s ship, sailing the Red Sea. Despite the many hazards of the long ocean voyage, Imrahil safely came ashore at the delta of the river Ahnil. Aboard a simple raft, he followed the river upstream until the waters swept him into a great cavern, deep in the bowels of the Earth. Here he fought with the bewitched genies of Al-Khemid, too dreadful even to imagine. Escaping from the cavern, on a flying carpet stolen from the blind weaver Ahamihnsta, Imrahil fought his way through the skies, across the burning desert - to Baghdad! Dodging the guards at the city gates, Imrahil ran along the high walls to the gardens of the Sultan’s Palace. He climbed swiftly up the tallest tree in the garden, and jumped through a window into the palace. He fought past the guards, and reached the battlements, where Anitra was being held by the Sultan. Swiftly they leapt together onto the carpet, and rose high above the towers of Baghdad.